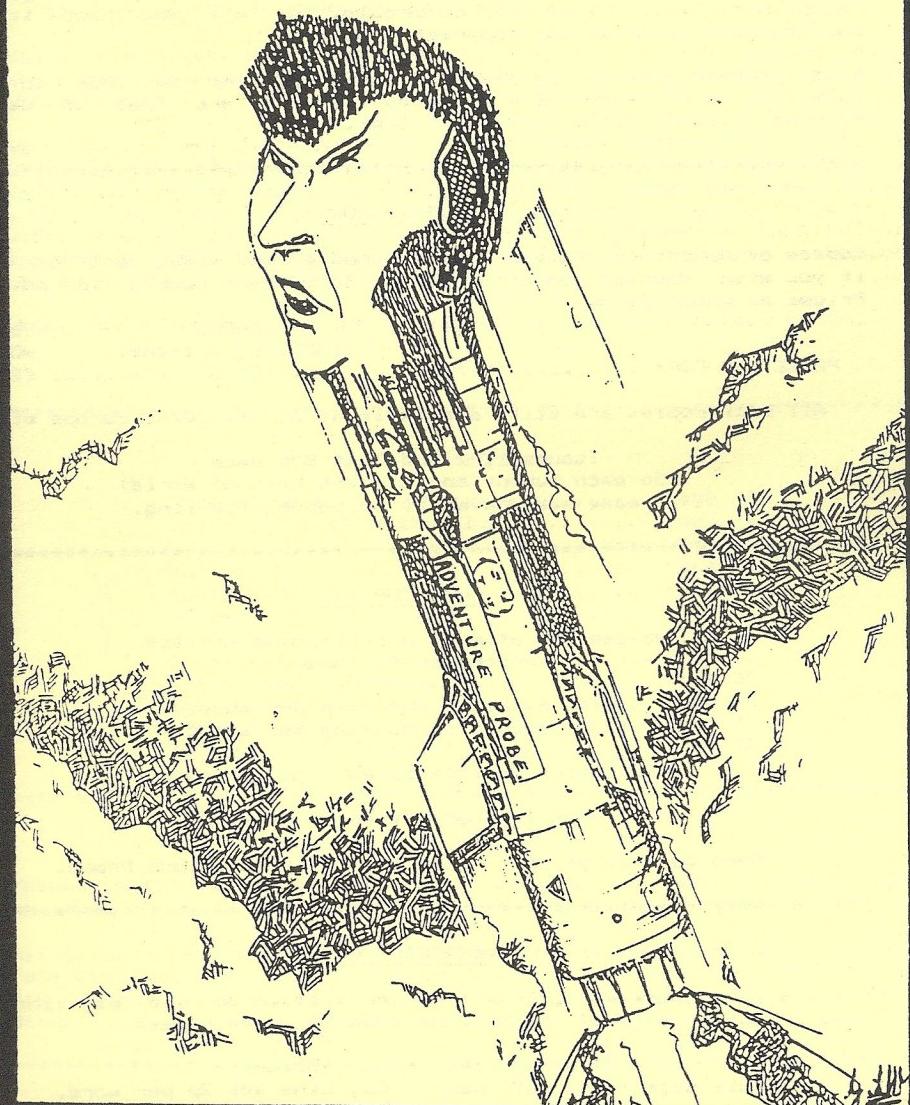


ADVENTURE PROBE



£1.00

ISSUE 15

AUGUST

1987

EDITOR: SANDRA SHARKEY ©ADVENTURE PROBE, 78 MERTON ROAD, WIGAN, WN3. 6AT.

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Editorial

Welcome to Issue 15 of Adventure Probe.

Last month I told you about the demise of Adventure Contact. Well I'm pleased to report that one of Contact's readers has decided to take over the magazine. If you wish to write to him the address is as follows:

Colin Page, 91 Palmerston Road, Boscombe, Bournemouth. BH1 4HP

Thanks to everyone who has offered to help me out with typing etc., much appreciated as always. Thanks also to Graham Wheeler for the front cover.

The price of maps and solutions changes this month. The price of solutions stays at 20p but the price of maps goes up to 30p. This is because some of the maps are on seven or eight pages and these appear to be the most requested ones, 20p just doesn't cover my costs on these. However, the prices do include return postage and packing. The same prices apply to overseas readers but the maps and/or solutions will be sent out with the monthly magazine.

I hope you enjoy reading the magazine and see you all next month.

Sandra

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HALL OF FAME

Thanks to the following readers for sending in contributions over the last month:

Alf Baldwin, H. Banks, John Barnsley, Andrew Edney, Linda Friend, Pete Gerrard, Jack Higham, Jackie Holt, Cyril Hoerkoert, John Moore, Jim O'Keeffe, Ron Rainbird, Terry Roberts, Neil Shipman, Alan Stewart, Neil Talbot, and The Helper.

CHARACTERS IN ADVENTURES
by Pete Gerrard

I've seen a good many adventures that have tried to introduce the concept of character manipulation into them, and thus try and give a somewhat 'unusual' flavour to the game. An attempt to change an ordinary game into an interesting one, perhaps. In the never-ending attempt to produce something different in the world of adventure games, it's worth taking the time to look at the development (and possible uses) of this trend.

Even the original adventure of them all, good old Colossal Cave, had something of a character manipulation flavour about it, with the annoying pirate stealing your treasure and the even more annoying dwarf leaping out on you from time to time and indulging in a knife fight. The pirate would appear whenever certain conditions in the game were met, and you (the player) would have to be carrying at least one treasure before he would put in his appearance. The dwarf would leap out, always throwing a knife which missed on a first encounter, and thereafter indulge in tiresome and, let's face it, boring combat: he was a nuisance who couldn't be avoided. One can see that there was nothing particularly sophisticated about those two, and later adventures saw something of an advance on these early ideas.

Moving on a year or two, Infocom's Starcross had a whole host of characters in it, from native chieftains that you had to barter with to get a brown rod, to enormous spiders with a fascination for tape recorders, and meeting along the way the infuriating mechanical maintenance mouse, always clearing up any debris he might find lying around. He had a capacity for going through a hole in the wall that immediately closed up behind him, thus barring your progress. A tricky problem, until solved with the aid of a couple of thin disks. The number of times that I tried to disguise myself as a piece of rubbish and lie down on the floor, thus provoking the mouse into picking me up (or so I thought) was legion, and needless to say it never worked at all. The thin disks hold the key.

And other games, like Lord of the Rings and The Hobbit, featured characters of varying degrees of intelligence, including the now-legendary Thorin and his total inability to do anything other than sit down and sing about gold, or so it seemed. Certain characters were obviously essential to the completion of the game, like Elrond and his ability to read a map, Gandalf's propensity for showing up in the most unlikely (but welcome) circumstances, Balin failing to make it onto Bullseye and guesting in a computer game, and a variety of inhuman opponents such as wargs and trolls.

Indeed, other beings seem to be an essential part of most adventure games, so if we (as it seems we must) include them in our own adventures, how do we go about controlling them?

Now I must admit that I know nothing about GAC, QUILL, PAW, and all the rest of them, beyond a cursory look which led me to think that I was better off where I was. Nothing against either the utilities or the people that use them, but I knew how to write adventures and was

quite content to stick to my own knowledge and abilities. To paraphrase a few people, in the Quill of the night there was no time to PAWs and put a GAC on my adventure writing.

So, a lot of what I'll be talking about is discussed in terms of BASIC programming, but hopefully the logic will be sufficient.

BACK IN TIME

If you remember your Colossal Cave you'll no doubt recall the bear, a ferocious beast easily tamed with a morsel of food and, once freed from his golden chain, blessed with the ability to attach himself to you like a limpet and follow you around for days. Follow you onto the bridge too, if you're not careful, sending you both plummeting downwards into a bottomless abyss while reaching for the orange smoke. Now something like that is relatively easy to program. Once the bear has been fed and the chain removed we could set a variable flag, BF for example, and then everytime we came round to the WHAT NOW prompt just check to see whether or not BF was set. If it was, then print up the message "You are being followed by a large, tame bear.", but if it wasn't then don't print anything and carry on as normal.

Character could be given to the bear quite easily. If, for instance, you dropped two things at the same time and the flag BF was set you could print "As you drop the (whatever) the bear runs away, thinking you're throwing something at it. However, it soon calms down and returns to your side." When you approach the bridge and the troll asks for his treasure (the original troll booth perhaps?), and provided once more that the bear flag is set, you would print up "The troll screams at the sight of the bear and runs away shrieking. The bear starts to follow but soon comes back to your side again." That way you solve the problem of the troll but still leave the player with the possibility of walking onto a rickety old bridge with an enormous animal by his side. The weight is more than the bridge can bear, of course.

OF DWARVES AND PIRATES

The dwarf and the pirate are similarly easy to program. Provided that the player's current position falls within a given range (can't have the dwarf leaping out from behind a rock in the well house) you could use the random function of your computer (or utility). Like this, for example:

```
IF (CP>10 AND CP<50) AND INT(RND(.5)*100+1)>95 THEN DF=1
```

Here we set the dwarf flag, and program control could leap off somewhere and engage you in a duel with the dwarf. Checking for the pirate would follow the same sort of lines:

```
IF (CP>30 AND CP<40) AND INT(RND(.5)*100+1)>98 THEN PF=1
```

and again you'd set the appropriate flag. Then, by whisking program control away somewhere you could check to see whether the player was carrying any treasures or not, and provided that he was, remove them from him and let the bearded pirate carry them away to his treasure chest deep in the maze, with a yo ho ho and a bottle of rum thrown in

for good measure. If he wasn't carrying any booty worth stealing then carry on as if nothing had happened.

But that is all (dare I say it) fairly straightforward stuff, and in the increasingly sophisticated adventures that we are now seeing the player is beginning to get used to ever more complicated scenes.

OTHER CHARACTERS

I once wrote a spoof version of Colossal Cave, called Enormous Cave, which was all disk based and ran on a Commodore 64 with 1541 hooked up. Looking back at that program I'm forced to say that I am terribly embarrassed by the parser that I used (so primitive by standards nowadays), but one thing that I'm most definitely not embarrassed by was the use of a character called Eddie. In the game you played the traditional role of exploring caves and finding treasures, although everything had been moved about and solutions to problems were not quite what they used to be, and during these explorations you bumped into Eddie. He was an underground dweller, a Neil of Young Ones fame really, who probably hindered more than helped, but was essential for the complete solving of the game. You could talk to him, ask him to do things, sometimes he followed you and sometimes not, depending on your behaviour, and overall he behaved like a hippy companion of the caves would be expected to behave. He was, in other words, an integral part of the adventure: the sort of person you'd move away from if you met them in the pub, but deep underground when there's no-one else around you have no choice in the matter.

CONCLUSION

This sort of character is reasonably easy to introduce into a game, but presumably you won't always want a demented hippy walking around and blundering through your adventure. Other, perhaps multiple, characters are just as useful, and could also be added without any undue problems. Exactly what sort of character you use is obviously up to you and your adventure, but they do add to the game as a whole. It's hard enough in real life to walk through a town without meeting people leaping off buses and saying hello to you, so to wade for months through an unknown land facing unknown hazards in a maze of tunnels and corridors, without bumping into anyone, is pretty much well nigh impossible. Bit like shopping in Wigan, really.

So, time, space, and editors permitting, we'll wander on with this discussion at some later date.

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THE CRAZY WORLD OF ARTHUR BENT (Misadventures of a Common Man)
by Christopher Hester

I'm just a common man, in that there is no shame ... is there?
Arthur Bent/L42

:::
Part Five (Finale)

On the eerie planet of Home, under a blanket of fantastic swirling rose-coloured clouds stood Arthur Bent and Trillian Founds. A tiny note lay on the floor. Arthur picked it up and it read "This part of the story inspired by The Enid, last months by Rush."

To the turbulent sounds of enraged thunder that came on as the two figures stood alone, there was a feeling of awe and wonder. Especially for Arthur. What now? Not even I know that until I've written it.

"This is the planet Home." said Trillian gazing upwards as the thunder ceased. "Why is it called Home?" asked Arthur. "It's from a huge list of names the author has for use in his forth- coming science fiction novel." she replied, though Arthur seemed confused. "Oh, I see ..." he muttered. It was then that the sky brightened and the distant sounds of a heavenly organ could be heard alongside the beautiful chords of a guitar in perfect harmony. Anyway, enough of what I'm listening to and on with the story ... (well Malcolm Serbert gets away with anything.)

"Do you know where I'll find my chums, Bored Perfect and Bitodd Feeblesox?" asked Arthur. "You could try looking In The Region Of The Summer Stars," replied Trillian. "That's where they send all lost and homeless people. It's on the other side of this planet. Step onto that nearby transporter that the author has kindly provided and we'll be there in no time." In no time Arthur and Trillian were beamed across the planet to the door of the lost persons home. A friendly looking droid with titanium teeth stood waiting. "Welcome to our home, visitors. Are you looking for anyone in particular?" "Er, yes" said Arthur taken aback by the nasty-looking teeth, "have you had a Mr. Bored Perfect and a Mr. Bitodd Feeblesox here?" The droid checked its memory banks underneath its large metallic chest which had 432 emblazoned on it. It thought about telling Arthur that it was once in a hit game from Hewson, but thought better of it and announced, "Yes we have had those two here." "Take us to them, droid." demanded Trillian. "I'm afraid they left about an hour ago looking for someone called Arthur Bent," replied the game-weary droid. "That's me!" exclaimed Arthur.

As sticks hit drums and fingers hit piano keys (and it's still only Side One of the album!) a figure appeared behind Arthur on the transporter. "Hi everyone!" the figure announced. It was Robin Dud, so named because he stole from the poor and gave to the rich. A bit of a failure you see. "Anyone want to buy a spaceship?" he asked. "Er, no thanks," said Trillian. "Oh well," Robin said, "I'll just have to give it away - you look a rich lady, here, have these keys." Robin gave the keys to Trillian before stepping back onto the transporter. Arthur and Trillian followed and within moments were back on the other side of the planet. Ahead of them lay ... a ship! They climbed aboard, altered the onboard stereo to full volume since it was now Side Two of the album (almost too good for words) and then Arthur said to Trillian, "Where do you propose we go now?" Trillian looked at him, not the least bit worried and said, "Why into space of course!" (Silly question really).

She then deftly pressed at the ships flashy control panel and rows of amazing and colourful lights lit up the interior of the ship. "Once we're in space, I'll park the ship in orbit and send out a distress call," she said. Once in space, she parked the ship in orbit and sent out a distress call. "I'm off to explore the ship," said Arthur. Very soon he was wandering down a gigantic corridor wondering which of the many doors to open. One marked with a skull and crossbones, Mercenary style, took his interest. Arthur opened the door and walked in. The door closed quickly behind him and a large shadow was all he could see leading off into the dark. A large shadow? What was it? Wait a second until I've worked that out myself and I'll tell you.

It was a huge circular mass with six thin shadows leading off. There then came a horrendous squelch as the shadow moved ... gradually a terrible shape appeared out of the shadow towards Arthur, who could then see what it was. It was a giant spider! Wearing a giant T-shirt! With "I love humans" written on! Only Arthur didn't think it meant humans to befriend, but to eat ... judging by an opening mouth which caused a shower of repulsive saliva to rain down in front of Arthur, burning holes in the metal floor with an acid stench and some smoke thrown in to make it look good. Gulp! Arthur turned to leave, but the door was locked tight! The spider dribbled forward with an obnoxious slimy noise that echoed around the room. It was getting nearer and nearer ... Arthur tried desperately to open the door, but he couldn't. He screamed but the oncoming monster deafened his scream until it was upon him. With a swift move of its huge hairy legs the spider grabbed Arthur and lifted him up with ease. As it opened its mouth and blew a putrid breath into the air, Arthur yelled more, trying to force his way out of its grip. "Hey, puny fellow!" the spider suddenly said to Arthur, in a deep and awesome voice that rocked the walls, "Got a copy of Infocom's 'Beaurocracy'?" Well it was a decent spiderly request as Arthur might have seen the spider's C128 behind him if he hadn't fainted causing his heart to skip a beat. Since his pulse was being monitored by the Amstrad he'd used in the previous parts of this story, the Amstrad took the skip of Arthur's beat to be a command to immediately transport him back to the Amstrad inside the S.S. Probe spaceship.

Meanwhile, back aboard the ship with Trillian, there was a notable silence on the control panel. Trillian looked at it in despair and thought 'Arthur's taking his time exploring the ship'. It was then that the control panel suddenly burst into life ... someone had replied to Trillian's distress call! A ship was right next to Trillian's and all she had to do was activate the automatic ship-to-ship air-corridor to expand so they could rescue Trillian. She yelled for Arthur to come, but there was no reply. "Arthur!?" she shouted once more, as she opened the airlock. "Yes?" he replied standing in the air-corridor. "Wha.... but...." Trillian couldn't believe it! How had he got there? He beckoned her to follow him down the air-corridor and Arthur introduced the two men at the other end. One of them was....her idol? Bored Perfect and standing next to him was Bitodd Feeblesox! No wonder Arthur looked so pleased. Amazing as it seemed, he had returned to the Amstrad aboard the S.S. Probe - as it was answering Trillian's distress call! As the story was told between the group, they all laughed together. Trillian was in love with Bored, who suddenly wasn't bored any more, and Arthur had met up again with his pal, Bitodd Feeblesox. All four of them then went off to the ships auto-restaurant for a bite to eat. Wow! A happy ending! Roll the credits and put the kettle on! (Sandra can rest her typing fingers too!) [Phewww!!!!....Sandra]

Reviews

MERHOWNIE'S LIGHT - K-SOFT - £2

I always wanted to be a lighthouse keeper. Hours of lovely solitude away from the hustle and bustle of our daily life, with only the sea and sky for company, vying for my attention with sunsets and storms. Ans think of it - all that spare time for playing adventures - perfect!

So I was delighted to have the chance to be a keeper (if only by proxy) when MERHOWNIE'S LIGHT appeared a few months ago. M. L. is the remotest lighthouse in the world, and your duty is to tend the light for a month.

However (life is never as simple as that!), as several of the previous keepers disappeared in mysterious circumstances, you are also required to discover what fate befell them.

The adventure, written with the Quill and Illustrator, begins with you on board a tug named the PICSES (a fish with a touch of dyslexia, perhaps?). As the tug plows through a calm sea, gulls bank and wheel serenely in its wake. You talk to the Captain who gives you a piece of advice worth listening to before you go ashore.

The lighthouse looms in the distance, you gaze from the prow as it draws nearer, and in next to no time you are standing on a jetty bidding the captain adieu, watching the tug pull away. Duty calls - so, with a grimace, you hoist your luggage and begin climbing the steps hewn from rocks slimy with algae.....

I was initially very impressed with the fine sense of mysterious atmosphere in this adventure, aided by some very good graphics (detailed but slow to draw) and some innovative ideas.

For instance, HELP initially returns "Can we not forget the nautical connection?", which of course yields SOS, useful for general information on the game. And I particularly like the naval presentation of clues; such as when you enter the living quarters a radio bursts into life and transmits a sonic morse message; or when you shine a torch on the back wall of a cave revealing rows of little matchstick men - it turns out to be not a long-lost Lowry, but a semaphore message - both nice touches which give an original feel to the game.

Not so much to my liking was the inflexible use of vocabulary. The parser seems to "understand" quite a large number of words but only gives a positive response to a few. There's only one door to open in the game, so it's a bit tedious having to type OPEN METAL (DOOR) every time, and why could we not have had IN and OUT as alternatives to ENTER/LEAVE ROOM, and how many times does one EMPTY a MATTRESS - I usually "shake" mine, searching for the right word to match does detract from the flow of the story.

Also the game is littered with useless objects, the worst example being a can of beans which, after being opened and the contents thus consumed, cannot be discarded from the inventory no matter how hard one tries. I wasted a lot of time trying to manipulate what looked ostensibly useful objects, only to find they were merely flotsam that drifted into the story.

So, ultimately, the game frustrated me because it was full of a potential somehow unrealised. I have the feeling that the author planned something more ambitious, and that many of the "flotsam" objects would have played a more vital part in the plot. Perhaps he just ran out of memory, not surprising considering over half the locations had full-screen graphics of a greater complexity than one normally expects with a Quill'd adventure.

And thus the ending came as a bit of an anticlimax. Perhaps because I expected a titanic struggle between the powers of light (symbolised by the lighthouse and its keeper) and darkness (symbolised by the Morlock-like rock dwellers below the lighthouse). Okay, I know that sounds like a cliche, the oldest story in the book, etc., but we adventurers expect our games to follow the rules.

And yet perhaps we ought to be more receptive when a game-author tries to change the rules, and I admire Steve Kendall for trying to do something different. If he failed it was only because the ending lacked dramatic pace, but it was an honourable attempt for all that, and still worth investigating.

After all, how many other games have you played recently where you've had to refer to your bible for a clue, or scurry down the local library for a book on Maritime Communication?

Excuse me, must go and feed the seabirds now.....

Reviewer - Neil Talbot - Spectrum

MERHOWNIE'S LIGHT is available on Spectrum, price £2 from:

K-SOFT, 118 Kingsway, Ossett, W. Yorks. WF5 8DQ

A DEFINITION OF ADVENTURING

A good adventure is like an overdraft; both are frustrating and full of interest.

Norman Green - August 1987

(Anyone else got a definition of 'adventuring?')

THE CHALLENGE/DAVY JONES LOCKER and WITCH HUNT/THE CUP
River Software - Price £2.50 for each pair or £4.95 for all four

It seemed that I had hardly finished reading all those glossy reviews extolling the wonders of the Professional Adventure Writer, when through my letterbox pops a little packet containing no less than four adventures written with that very same utility! Well, I made a mental award of several hundred brownie points to River Software for being so quick off the mark, and loaded up my computer in eager anticipation of an extended session of electronic swashbuckling!!

The authors don't claim that these games take full advantage of ALL the new facilities that PAW makes available to the adventure writer, but several interesting points do make themselves obvious almost as soon as you begin to play.

Firstly, there's not a single picture in any of the four ... not even a loading screen! Every single byte has gone into the text for descriptions, problems and messages in order to make each scenario as realistic and involving as possible. Hip, hip ... hooray!!!

Secondly, it's satisfying to see the way in which PAW immediately reacts to your inputs by updating the information contained in the location descriptions. For instance, if you're in a location where there is a locked door, and you do something to open the door, the description changes immediately to tell you that there is an open door here! The unusual thing is ... it's only the words "locked" and "open" which change! ... everything else remains the same! Very effective.

Thirdly, and for me the best, your inputs scroll up the screen and UNDER the location description! Hence, the description is always on the screen ... no more repetitive pressing of "R" in order to remind yourself where you are!! Hip, hip ... hooray ... again!

THE CHALLENGE

You are Yarulla, a skilled hunter and trapper. The Old Chief of your tribe has just died, and all the villagers are gathered at the Meeting House to choose his successor. Normally, the eldest son of the deceased Chief would be the automatic choice ... but, in this case, Pacheo, who is a bully and a coward, has few friends. Therefore, when someone cries out, "Pacheo for Chief!", several other voices reply, "Challenge!"

Not surprisingly, one of the voices is your own. Pacheo has sworn to banish you from the tribe when he becomes Chief.

The elders of the tribe go into a huddle and after some deliberation decide that you shall be the Challenger to Pacheo. One half of the Sacred Medallion is handed to you ... and the other to him. The warrior who returns to the village wearing the whole Medallion, and carrying the Blue Stone from the Country Of The Bears, will be acclaimed as the one and rightful Chief!

So off you go ... but be wary, Pacheo is a sneaky sort and is not averse to laying the odd ambush for an unsuspecting rival to blunder

into! However, the first thing you are likely to do is explore the various parts of your own village. Here you will find many skilled artisans ... such as the Ropemaker, the Arrowmaker, the Skinner and the Armourer. Do they have anything which could help you in the task ahead? You better believe it! But, your fellow tribespeople are famed for their canny natures and they don't believe in giving something for nothing ... even to help a possible future Chief! So your next step is likely to be a thorough exploration of the Forest surrounding the village in the hope of acquiring the objects required to exchange for the objects you want! And ... somewhere out there ... Pacheo waits for you!!

You'll find that all four of these adventures share certain characteristics. One of these is that your ability to carry objects is severely limited (four or five objects at most) until you find another object in which to transport them, then your possible inventory increases dramatically. This is a particular feature of PAW ... the ability to put some objects inside other objects, transport them about, and then recover them later ... which has been used to good effect.

My one complaint about this adventure would be that although PAW is supposed to operate on the first 5 letters of each word input, EXAMINE is not recognised and nor is EXAMI!! However, EXAM is recognised and acted upon! This caused me a fair amount of consternation before I finally tumbled to it ... I had been inputting each word in full because I wasn't too sure what PAW expected ... I thought that my problem would be not putting in enough letters ... the possibility that I was inputting too many letters took a long time to occur to me! However, once I'd sorted that out, everything went smoothly.

This particular problem is one which, I'm sure, is being attended to even as you read this ... but if you have bought one of the early copies, it's something you should be aware of.

DAVY JONES LOCKER

Those of you who have played LIFEBOAT (a previous River Software release) will find the first few locations of this adventure to be familiar. For those of you who haven't, the story goes as follows....

On August 11th 1927, the clipper Allana was lost at sea with only 5 people surviving. LIFEBOAT was based on the first few days that followed this disaster. DAVY JONES LOCKER lets you relive the final days that these 5 survivors endured, and reveals the secret that has baffled Mankind ever since!

It should be said that this adventure is somewhat tongue-in-cheek, so don't treat it too seriously. LIFEBOAT, despite what you might have expected, was not a story of hardship and deprivation on the high seas ... and neither is DAVY JONES!

What it is, is a very entertaining, very enjoyable and very, very humorous romp through a fairly fantastical scenario which I found to be wonderfully relaxing and refreshing!

Be warned though, it's choc-a-block full of the most excruciating puns and hoary old jokes (which were still hoary old jokes when Methuselah was wearing nappies!). Roger Betts, who wrote this adventure, is obviously related, if not by blood then definitely by spirit and style, to PROBE's own Malcolm Serbert. So, if you don't like that kind of humour ... keep well clear. However, if you do ... how about this for an example ...

Fairly early on in the game, you will find that the lifeboat has been left behind and that you are now afloat in a dinghy. After a while, a small squid swims up to the dinghy. EXAMINE SQUID - it's not well. GET SQUID - you take the poorly squid.

Shortly after this, you will find yourself outside an Entrance presided over by a Mermaid. The Mermaid refuses to allow you entry until you pay her £7. However, do not waste your time searching for cash ... there's none in this game. Instead, GIVE SQUID - the Mermaid takes the squid. "Alright" she says, "Sick Squid will do ... you can owe me the other pound!"

I know! I know! It's awful ... but I love it! And there's more ... lots more!!

Another of PAW's features is brought to the fore in this game ... the ability to talk to other characters using the construction SAY "...", where what you want to say is placed within the quotation marks. This works very well, and it is most satisfying to get a response from other characters when you question them. A lot of the information you require to make progress in this adventure can only be discovered by talking to the other people you meet ... so make extensive use of this facility!

WITCH HUNT

There was once an adventurer who lived in a little highland village. One day, while out walking near his home, a mist suddenly descended. He wandered about aimlessly for many hours and, when darkness drew near, he knew that he was hopelessly lost. Suddenly, as if by magic, a small cottage appeared out of the mist. He went to the front door and knocked. An old woman answered, and invited him in for food and refreshment.

Once inside, he noticed that the old woman had put on a blue hat. "If you want to see your loved ones again, you must do exactly what I am about to do". Whereupon, she stood up, turned around three times and vanished! The blue hat is left behind. Anxious to get home as quickly as possible, our intrepid adventurer picked up the hat and placed it on his head. He turned around three times and his vision blurred. On opening his eyes, he found himself in a cellar.

What now?

As you can see, this adventure poses a few immediate questions for you. Such as, where are you? why have you been brought there? and how do you finally get home? As you might expect, acquiring the answers to these questions is unlikely to be quite so immediate!

This adventure has an approximately circular (with spurs off it) map ... that is to say, that if you set off in a westerly direction and keep going, you will eventually return to where you started, but approach it from the east. With that in mind, it is worth noting that taking more than just one "turn around the circuit" could be advantageous, since certain objects may materialise on a second visit which were conspicuous by their absence when you first looked!

The fact that certain crucial problems in the game may be tackled in more than one way ... although only one way is likely to meet with 100% success ... provides an additional complication. As does the habit of some problems creeping up on you, before you even realise that there is a problem!

For instance, eventually you will need to enter a location from which you cannot exit by the same route you entered ... only you don't know that when you enter. This location will lead you to a couple of other locations (and a useful object) from which there also seems to be no exit. In fact, there is a door connecting to a location which you have previously visited, but you may not have seen it because the door, although not exactly hidden, is concealed ... and it can only be opened from that side!!

So, if you haven't opened a door which you may not know is there, you won't be able to get out of a location which you didn't know you wouldn't be able to get out of before you got into it! Does that sound screwy? Believe me, when you play, it makes sense!

Another feature which is present in all these adventures is the need to SEARCH everything thoroughly as well as EXAMINE it. For example, in the Kitchen EXAMINE DRESSER reveals the useful information "A wonderful piece of workmanship. It surely must be an antique. You can see scuff marks on the floor caused by movement of the dresser. "This, in most cases, would be sufficient. However, if you SEARCH DRESSER as well "You find a Large Key." Nuff said.

THE CUP

As with WITCH HUNT, this adventure was previously available in a Quilled incarnation, but has now been rewritten to utilise some of the more advanced facilities of the PAW.

At the Annual Liars Club Dinner, the Cup was won by a redbearded Irishman who told some outrageous tales! You return home, tired but satisfied, and tumble into bed. However, your slumber is shortlived. In the early hours, you are awakened by the most horrendous scream. You find the Irishman lying at the foot of your bed, his back raked with awful claw marks! He tells you that his Cup has been stolen by a wild animal and pleads with you to save yourself before it gets you too! Undeterred, you set out to recover the Cup ... although what you find lying outside your door may not be quite what you expect!

I liked this adventure very much. It boasts such a bizarre collection of people, places and things that you can't help but enjoy the mix. After all, where else are you likely to find the abominable snowman, the blarney stone, the elephants graveyard, a samurai warrior, a lake with a plug and the grim reaper ... all in the same adventure!!

And yet, all of these disparate pieces fit together quite nicely to make an adventure which is enjoyable and interesting and fun.

A general feature of all the River Software adventures, not just these four, is that they usually boast a very comprehensive HELP command. THE CUP is no exception to that rule. However, a new twist has been added in that to get HELP in this adventure you first need to acquire a certain object. No object? No help!

These four titles represent more good, solid adventuring from the two guys at River Software - Jack Lockerby and Roger Betts. If you've played any of their adventures before, then you'll probably need little encouragement to give these games a try. If you haven't, then these titles could be just the place to start ... and at these prices, how can you lose?

Besides which, as far as I am aware, these are the only PAW'd adventures available anywhere ... can you really afford to be without them?

Reviewer - JIM O'KEEFFE - Spectrum

River Software, 44 Hyde Place, Aylesham, Canterbury, Kent. CT3 3AL

:::

FIRELANCE

It started on an insignificant planet.

It will end with total annihilation.

Can you discover who is responsible ... before it's too late ?

In this adventure set in the future you, as an agent of the Federation Security Service, travel from planet to planet, following a trail of clues across space.

For any Spectrum.

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Bravely, and perhaps foolishly, you have set out to explore the stronghold of Keler the magician while he is absent, hoping to find the Elixir, a potion which can transmute lead into gold.

A highly atmospheric adventure in a world of magic and mystery where not everything is as it appears. For any Spectrum.

FIRELANCE	£2.00
FORTRESS OF KELER	£2.00

FIRELANCE & FORTRESS OF KELER	£3.00
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HAMSTER SOFTWARE
25 Elgin Park, Redland, Bristol. BS6 6RX

WITNESS - Infocom - RRP £24.95

Before attempting to review WITNESS I must tell you that I am a somewhat middle-aged individual but a very young adventurer. My interest in computing started through the kids, and as I can't shoot too well I took to adventures for so-called relaxation. It soon became clear to me that games with trolls, spells, several mazes and hundreds of abstract locations were not a good starting point, so I turned to the Infocom mystery range, especially as I enjoy reading whodunits.

I bought a copy of WITNESS at 10% discount (before the days when Alex Aird offered 20% to Probe readers!) and found to my delight that the action all takes place in a house so mapping is easy. You play the part of a detective and the scene is Los Angeles in 1938. Mr. Linder, a wealthy but frightened man asks you to his house for protection. Now the great thing about Infocom adventures is that you can start off without much idea of how to progress but still get a lot of help and enjoyment out of the interaction. In WITNESS, for example, no matter what you do in the early stages a murder will happen anyway. Your task is then to solve the murder by finding out precisely how it was done, who the murderer was and establish the motive. You can accuse a person at various stages but it is no use guessing on the basis of little evidence. It also pays to save the game from time to time.

A Sergeant Duffy appears occasionally and he can take an accused into custody. He can also get things analysed (e.g. guns or fingerprints) to help clarify whether clues are useful or not. There are only a few suspects, the main ones being Stiles, Monica (Linder's daughter), and Phong the butler, so the difficulty lies in collecting together proof before accusing anyone.

As with all Infocom products the packaging is good and several clues are included in the box. WITNESS is more of a challenging brainteaser than a long and drawn out "classic" adventure and I found it lasted well since it took quite a number of attempts to gain all the useful information from each room and situation. It is classed as a standard level adventure which seems to mean that it is possible to make steady progress without being put off by problems that are impossible to solve.

The only disadvantage of Infocom is of course the price. I strongly believe the sales would increase dramatically if they dropped their prices. As it is shop around for best buys or second hand offers. I would summarise by recommending WITNESS if you have the cash and fancy solving a devious murder!

Atmosphere 9/10 Plot 8/10 Presentation 10/10
Value 7/10 Overall 8/10

Reviewer - TERRY ROBERTS - Amstrad

:::

"Another boring day at Emeroyd Farm. You stand in the rustic kitchen bemusedly watching a frog 'phoning the AA for a road report. Poor Jackie Hayrick it's been a bad year for you. The ratings have fallen sharply since the rest of your family were bumped off by a bull which mistimed its cue. However, you have heard of a new series down South where the actors have a great time talking funny, spend most of the time in the pub and get pregnant to boost the viewing figures. Go for it."

So begins an entertaining romp through the world of the British soap opera. This is a quilled adventure by David Edwards and it comes in four parts, each of which can be played independently - although you'll be accused of cheating when you start the final one whether you've finished the first three or not!

In Part One you must make your way from the farmhouse to the station to catch the train to Manchester where, in Part Two, the perils of trying to gain some acting experience in Abdication Street await you. Part Three starts outside the Cross Eyes Motel which you will need to enter to find an invitation to audition for that mega-soap in London - and you must stop Mad Meg the motel arsonist in the process. Part Four sees you just outside the studio where Dead Enders is shot and all you have to do is get on to the set and act your heart out!

Humorous adventures don't appeal to everybody because we all laugh at different things, but for anyone that watches one or more of the TV soaps - and surely that's most of us - this should certainly raise a smile. As you might expect, you'll meet quite a few odd characters, most of whom will be rude to you and who certainly aren't going to help you get to London for your audition. Even when you do get there you've still got to do something about Mangy, the dipsomaniac heroine, and stop the D.G. from taking the show off the air because of bad language!

One of the things I liked right at the very beginning was the response to INVENTORY when I was told "You have with you apart from your usual vacant expression and Oxfam cast-offs:- nowt lad!" Similarly, the message "Eee lad, yer dew talk funny. Try some other words ... if yer know any" made a change from "I don't understand" when I typed in something the program didn't recognise - and these responses are different in each part. As you progress through the adventure your score is given in terms of your TV rating.

There's an average of 45 locations in each part and, although brief, the descriptions are by no means the shortest I've come across. There are a couple of small mazes in the first two parts but (maze-haters rejoice!) the author has thoughtfully provided help in the form of the command LOCATION which gives your current location number and is very useful when making a map.

You don't often get killed off and have to start again. What's more likely is that you'll be sent back to a certain point in the adventure whilst retaining all your possessions. A nice touch this, particularly as ramsave is not supported, although I found that the

screen sometimes cleared too quickly for me to read the appropriate message. HELP is provided in a few places in the form of cryptic clues but I still found myself searching for a very specific input on one or two occasions.

I found a few minor bugs in the adventure but they didn't spoil my enjoyment. There are also quite a lot of spelling mistakes - but I suppose that's only to be expected from someone who must spend an awful lot of time watching the telly!

Having passed my audition with flying colours and shown that my talents are wasted in the British soaps, I'm now on my way to the States to seek fame and fortune in the promised sequel "American Suds". Look out J.R. - you won't know what's hit you!

Atmosphere 6/10 Playability 7/10 Difficulty 6/10
Value for money 8/10 Overall enjoyment 8/10

Reviewer - NEIL SHIPMAN - BBC

SUDS is available on tape (BBC/Electron) or disc (BBC) for £4.00 from

Riverdale Software, 95 Printon Avenue, Manchester. M9 3HW

DUNGEONS, ALCHEMISTS, AMETHYSTS 'n' everythin' - Price £1.99
Atlantis Software - Amstrad CPC 464/664/6128

After reading the label, which said "NOT SUITABLE FOR PERSONS UNDER THE AGE OF 16", the first problem was in keeping my 11 year old son from trying to play it, and that proved to be the hardest problem of all.

I'm not exactly the most experienced campaigner in the adventuring game but I managed to solve it in one sitting. The game is written with GAC and has 44 locations. There are graphics (8) but they're pretty ropey - and that's from a bloke who once got 7 out of 100 for an art exam.

The plot is simple, escape from jail with a few objects and wander around the town looking for the amethyst. To write a few kind words about it, there are no bugs, mazes (well maybe a mini one) and I didn't notice any spelling mistakes.

I must admit to being amused on a few occasions and the author could have made it a bit more interesting now and again with a few more graphics, well endowed barmaids, nuns in suspenders and a bit of bondage. I didn't find it offensive in any way but some people may.

To summarize, at £1.99 it's cheap enough and may be alright for beginners, being easy with humour, but it's poor 'fayre' for most of you whiz kid Adventurers reading this.

That's about it then folks, I'm just off to find my black leather gear and whip.

Reviewer - Pete Simpson - Amstrad

SHARPE'S DEEDS and BLACK FOUNTAIN

Available for Amstrad CPC 464/664/6128 - Price £7.95

Sharpe's Deeds and Black Fountain are a pair of unrelated adventures, written by Linda Wright using GAC, and marketed under the Double Gold Label by Incentive Software. At first I thought that this package was a bit overpriced at £7.95, but you are, in effect, getting three adventures, as Black Fountain is in two parts.

BLACK FOUNTAIN

On the Planet Areth life is beautiful. All the inhabitants do, is lounge around all day, eating, drinking and listening to music. Well, nearly all. Unfortunately you, Shardor, are a mere servant, and you are dumb enough to want to follow your three elder brothers on their quest to find the Black Fountain. Personally, I'd opt for a plate of Spaghetti Bolognese, and L. A. Law on the telly. Oh well, there's no accounting for tastes.

The adventure begins in the Throne Room, when a messenger brings BAD NEWS. Aguno, the Chancellor, gives you a scroll, which gives you the status of a Court Official, and tells you to get on with it. After a chat with the messenger you start preparing for your journey. You wander around the castle, pinching bits and pieces that take your fancy. Eventually, you arrive in the castle courtyard by the big gate and try to leave. Boy, have you got problems. No? Well I certainly had. With a magnificent score of 21% I was unable to leave the castle. No-one wanted to talk to me, and I'd collected so much stuff I couldn't carry any more. Pass the parmesan cheese and turn on the telly will you?

Seriously, this is not bad at all. I have overcome my slight difficulty at the gatehouse, (it was so obvious I could have kicked myself!). Once you have got some money, you can approach the traders in the town. If you've got the raw materials and money, they will make the items you need for your journey. This can be done by trial and error, as nobody takes things they can't use.

When you reach the final location, you must be carrying various items in order to get the password. When you have the three words you can load part two, where you are asked for the password. Once you have entered this, you find yourself in a complex of amazing caves, (not a maze, thought, thank goodness!) with more problems to solve at every turn. I'm not far into this, it seems a bit more difficult than part one, but I'll get there eventually, I expect.

Atmosphere 8/10 Playability 8/10 Difficulty 6/10
Value for money 6/10 Overall enjoyment 7/10

SHARPE'S DEEDS

I loaded Sharpe's Deeds into the computer and at once I was transported to an Inn in the wilds of Somerset. Actually, that's not as clever as it sounds, as I live in a tiny Somerset village anyway.

Sitting in my hotel room I listed my priorities. First, find my solicitor, second earn some money. I went downstairs and found my solicitor waiting for me in Reception. Considering how much he must be earning he wasn't much help.

Strolling through the Beer Garden I had an idea for making enough money for a small purchase. I wandered around Sharpley Village talking to the inhabitants, doing some shopping, chatting to the vicar, seeing the sights and feeding the wildlife. I even popped into the Station, but as no trains were expected I collected my parcel and went off to do a spot of sailing instead.

After a stroll round the countryside, I eventually found Sharpley Court. It had obviously been a fine country gentleman's residence with a large garden, orchard, stables and paddock. Houses like this make a bomb, I wonder how soon I can get it on the market? I searched the house carefully from top to bottom and found many treasures. I then turned my attention to the garden, and unearthed even more valuables. I shall obviously need to look round carefully before I sell the place!

Having rounded up a dozen objects I made my way upstairs to the Purple Bedroom and up the spooky stair, where I encountered the ghost of Great Uncle Ferdinand. There, I'm afraid, I am stuck. He won't talk to me, and doesn't seem to want any of the things I have offered him. I'm seriously considering holding a seance in the hope of contacting him on the astral plane! My score stands at 80% at present, but never fear, gentle reader, your intrepid reviewer will not give up her quest until she gets her hands on her inheritance. (Mercenary? Who me?)

Generally speaking I found Sharpe's Deeds quite enjoyable. The graphics were not bad if you like that kind of thing. Fortunately, for those of us who don't, the command WORDS will get rid of them. More good news for the Maze haters, although there are three, they are so easy you hardly notice them. Most of the problems were easy and logical to solve and the treasures easy to find. It's a very good idea to examine everything (Adventurer's cliche) as one or two treasures are not at first apparent, but only one, the Emerald, is really tricky. There is a clue, though, thoughtfully provided by the author. I liked the idea of being able to SPEAK to the characters, but I wasn't too keen at the attempt to put Zummerzet dialect into print. (Mere personal prejudice, us doan all zpeak loike that, mi deres!)

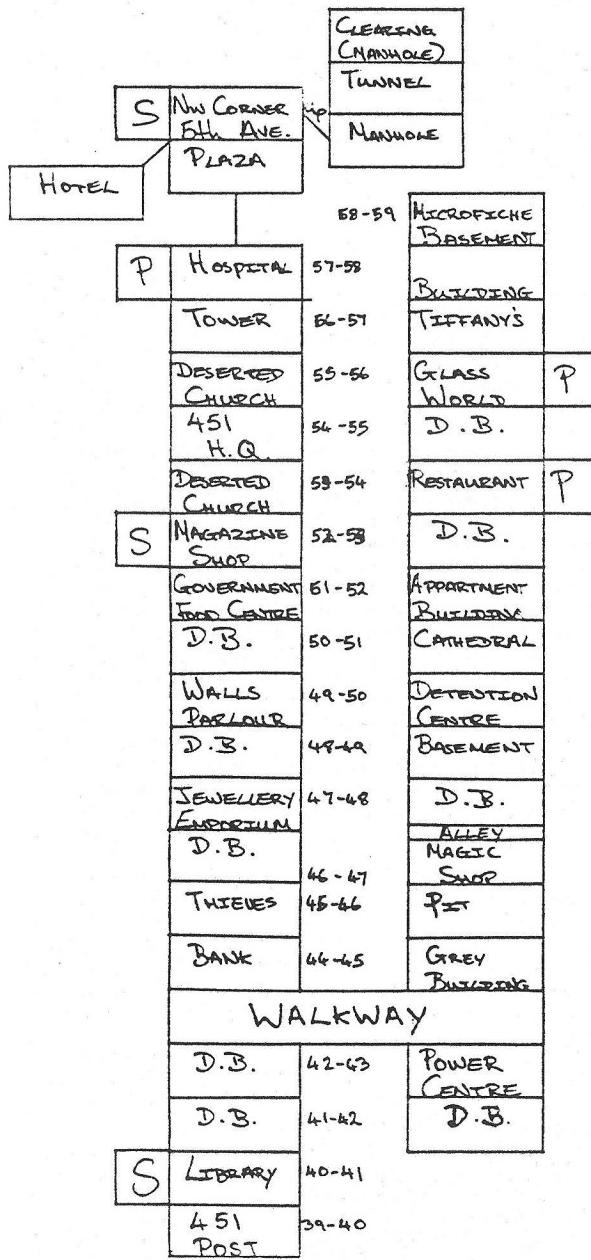
Conclusions - nice and easy to start with. It took me a couple of hours to get to the spooky stair, but now I'm stuck and I'm b****ered if I can finish it.

Atmosphere 8/10 Playability 8/10 Value for Money 6/10
Difficulty 6/10 (except I can't finish it!) Overall enjoyment 7/10

(For those who didn't guess b****ered means bothered.)

Reviewer - LINDA FRIEND - Amstrad

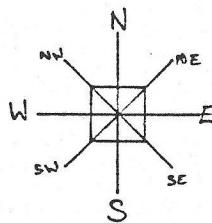
FAIRFIELD



451

MAP BY

[Handwritten signature]



— SUBWAY



— PHONE



— DESERTED BUILDING



— STREET NUMBERS

SUE'S NEWS
produced by Bunny

Right, here I am, back again. Before I start I would like to apologise for being absent last month. I was in bed due to trouble with the pregnancy, and just wasn't in the mood for writing letters etc. Unfortunately, I lost the baby on the 7th July, and at the moment am trying to get over it by telling myself it was for the best. Something must have been wrong.

I'm not too bad right now, apart from aches and pains and a very sore throat. I would like to thank those who have phoned, told me I sounded rough, and then offered their sympathy when they found out the cause. It's helped a lot knowing that there are people thinking about me, and knowing that I can pick up the phone for a chat if I'm feeling a bit low. Thanks once again to everybody.

As they say the show must go on, or is it Probe must go on. I mean where would Probe be without Sue's News? Yes, that's right, selling a lot more copies than it is now.

To the ~~aneses anæsthetist~~ knocker outerer, there are easier, less painful ways of shutting me up than shoving a tube down my throat. You only had to ask and I would have been quiet, and to the ones who kept giving me the pricks (whoops, sorry, I meant NEEDLES). Did nobody ever tell you, you're supposed to stick them in an effigy and not the actual person.

Right, what else do I know? As I mentioned in my last News I've been on holiday, and there was no panicking for the toilets. Instead, two of them decided it would be a lot more fun if they spewed up over everything - at intervals of course, no point in stopping once when you can stop twice. (I don't think it was anything to do with me giving them chocolate and toffees). Anyway we had a good time and being waited on was fantastic. I'm only sorry I couldn't bring the chef and waiter home. Never mind, one day I may be rich and have my own, or then again I could persuade one (or both) of my daughters to marry a chef and invite them to tea (every day). Although when it comes to cooking I am a magician (as I found out when I came back off holiday). I can make a chicken at least twice the size it was when I bought it. All you have to do is cut off what you need for dinner, return it to the oven and forget about it for at least two weeks, or the next time you use the oven. Chickens don't always have to have feathers, they can have about three inches of green fur, the aroma, well that's just unbelievable. Like nothing you'll ever want to experience again. It's also a great way of making you clean the oven.

Well, I was going to tell you about the new dog I'd bought to cheer myself up, unfortunately I've lost him too, he's been dognapped! He was a border collie named Milligan, I'd taught him to roll over, he could go out of the back door, walk round to the front and knock on the door. I only had him a couple of weeks and if I should find out who's got him, they will see the impolite side of me. Mind you, had they seen my temper in the bedroom the other day, they wouldn't have attempted to take him - I was MAD!

I was dismantling the bunk beds to get rid of one of them. Things went wrong, simple things like banging my head ten thousand times, cutting my fingers on the springs etc. So in the end I threw both the beds out, which really pleased my kids as two of them have to share a bed now.

The kids break up from school tonight for six weeks so it's DIY time. I'm going to be swapping rooms round, painting, papering and to be really adventurous I'm going to build a hallway. I'm sick to death of this open plan business. All it's useful for is the kids. It makes it a lot easier for them to listen in on what they shouldn't and they can just peep down to see who is in. No good for all your extra marital affairs. (Joke, Martin, honest!) I know he normally reads my mag, I think it's just in case I mention all my secret letters. So I'm not going to tell you that they're in the brass coal skuttle near the fireplace, not bad seeing as I don't possess either.

In between doing all this, I've even managed to finish quite a few adventures. Alright then, I had some help on some of them, but I did quite a lot on my own. Now that it doesn't matter what time I stay up till (with not having to get up to take the kids to school) I can't stay awake. The amount of matches I'm going through trying to prop my eyes open is staggering, but at least they work.

Right, must go for now, got to do some more painting, papering, adventuring or writing some more letters. It's now 11.15 p.m. don't think I'll get to bed for a few hours yet. Before I go I must just say a few thanks, the first to Walter for all his help etc., to Mike and Clare of Atlantis (the game's okay now!), to Doug who, amongst others, hadn't heard my bad news and offered congratulations, don't worry Doug, you weren't the first and I doubt you'll be the last. It was great to hear from you, let's not lose touch again.

One more "saying the wrong thing" again before I get back to the painting. I was speaking to someone the other day and said "All I've been doing the last few days is stripping and screwing!", I was of course referring to papering and putting up shelves. I just don't think before I speak, right I've done.

Bye.

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ADVENTURE JOKES (?)
Chris Hester

Q: What's the favourite adventure in Iceland?

A: Dodgy Geysers!

.....
Q: Which adventure utility can be used in bed?

A: The Quilt!

.....
Q: What's the most boring adventure?

A: The Yawn!

LETTERS

As some of you may know, I write for a Speccy fanzine called "Spectacular". I write lots of bits and pieces but my main job is that of adventure columnist. I am in a very perilous position of having no games to review for the next issue due out in two weeks (Aaarrgghh!!).

I wrote to a large number of software houses a few months ago pleading with them to send me some software. A few sent back photocopied "Get lost" letters, but as Sandra said in Issue 13, many couldn't even be bothered to reply. Two kind hearted ones did agree to support me though; Celerysoft and 8th Day.

Why don't software houses support fanzines? They say that people pretend to run mags just so they can get free software but when you send them copies of your mag and/or photocopies of articles you've appeared in, they can't use that excuse. Admittedly a review in a fanzine isn't going to generate hundreds of sales but surely, the more publicity a game gets, the better? Whatever happens, the companies' public relations are sure to improve. I'm now relying on 'small' software houses to send me games. Any Probe readers want to comment?

Come to think of it, if there are any big/small/teeny/ginormous/quite big companies out there, feeling sorry for me! Why not send some adventures for me to review!!!! Please!!!!

ROBIN ALWAY, Church Cottage, Abson, Wick, Nr. Bristol. BS15 5TT

If you want to try the fantabulous fanzine mentioned in this very letter send 35p and a stamp (Cheques/PO's made out to J. Davies) to:

SPECTACULAR, 28 Claremont Road, Bishopston, Bristol. BS7 8DH.

Probe readers may be interested to know of a Software Hire company which includes adventures in its range. The Amstrad list is quite comprehensive, cassette and disc (including some Infocom titles), and the outfit is professionally run. K and M Computers also sell hardware and software and you may have seen them advertising in Amstrad Action.

I believe they have lists for most computers and recommend contacting them at 40 Fairstead, Birch Green, Skelmersdale, WN8 6RD. Tel: 0695 29046 for details. They also buy second hand software. Mention "Probe" if you make contact.

TERRY ROBERTS, Woodlands, Church Road, Harrietsham, Kent. ME17 1AP

In-Touch

WANTED: Spectrum 128 manual, either to buy or borrow/hire. Please write with details to:

DAVE GIFFORD, 40 Davies Close, Woodside Green, Croydon. CR0 6EX

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SPECTRUM SOFTWARE FOR SALE.

The Fourth Protocol £4, Murder at the Manor £1, ZZZZ £1, Souls of Darkon £2, The Quill £5, The Patch £3.50, Characters £2.50.

Tel: 0527 71612 for availability.

NEIL TALBOT, 31 Chadcote Way, Catshill, Bromsgrove, Worcs. B61 0JU

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AMSTRAD SOFTWARE FOR SALE.

Kentilla £1, Knight Thyme £1, Terrormolinos £1, Escape from Khoshima £1, Get Dexter with book £3, Future Knight £3, Trivial Pursuit with 3000 questions £6. Or the lot for £14.

GEOFF TAYLOR, 48 Colyville Avenue, Anlaby Common, Hull. HU4 7RJ

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AMSTRAD SOFTWARE FOR SALE.

Hitchhikers - £12. Snowball, Colossal Adventure, Dungeon Adventure, Adventure Quest, Red Moon, Return to Eden, Lords of Time, Erik the Viking, Emerald Isle all at £3 each or any two for £5. Questprobe, Rebel Planet, Dodgy Geezers, Robin of Sherlock, Marsport all at £2.50 each or any two for £4.50. Knightlore, Alien 8, Nythyhel, Island of Riddles, Message from Andromeda, Inca Curse, Warlord, Ship of Doom, Jewels of Babylon, Bestiary, Spy Trek, Escape from Khoshima, Flock 2, Terrormolinos all at £1.25 each or any 5 for £5. Mordon's Quest and Lord of the Rings - £3 each or both for £5.

Tel: 01 527 8426 to check availability or write to:-
PETER BROWN, 57 Ropers Avenue, Chingford, London. E4 9EG

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SPECTRUM ADVENTURES FOR SALE

All originals. Bored of the Rings - £3.95, Colossal Adventure - £3.95 - Secret of St. Brides - £3.95, Wrath of Magra - £3.95, Valhalla - £2.95, Star Trader £2.95, Everest Ascent - £2.95, Mountains of Ket - £1.95, Golden Baton - £1.95, Groucho - £1.95, Castle Blackstar - £1.95, Espionage Island - 95p.

Tel: KEVIN on 0904 707689 any time.

J. R.'S PAGES

Hints

FOURTH PROTOCOL (Part 1) - Linda Friend

BRACTON

1. When Bracton starts telephoning you about Thorne, Surveillance on - 25 watchers. (Report will tell you he visited a Satanic Temple.)
2. Telephone Medical Security.
3. You will be asked "Which officer is a security risk?" and "why?". Reply BRACTON and SATANIC.
4. Remove watchers.

JOHNSTON

1. When Capstick sends you a memo, Surveillance on - 25 watchers. (Report says he has been seeing a lot of a foreigner lately.)
2. When Harcourt-Smith asks what you intend to do about Pasternak - APPROACH JOHNSTON.
3. When Johnston asks you to go to Vauxhall Bridge immediatley, say YES.
4. Watchers off.

NICKELS

When you get a memo, Surveillance on - 1 watcher.

RETSON

When you get a memo, Surveillance on - 1 watcher.

THORN

See BRACTON.

WARBURTON

1. You will get a memo saying "one of our chaps has vanished with a list of funny buildings. If you wish to investigate call me on 79265856." Phone immediately.
2. Surveillance on - 25 watchers.
3. When you get a report about Bannister, surveillance on - 25 watchers. (Reduce surveillance on Warburton if you have not got enough watchers.)
4. When you get a memo about burying a box, phone the number given. (02586141)
5. When asked what to do INFORM SPECIAL BRANCH. Watchers off.

TEMPLE OF TERROR

Cast sleep at pirates, then board their ship and find a telescope. Cross the bridge and cut the ropes when the pirates are on it. Kill elves with your sword and examine dead man. Light the torch at the burning hut then enter the cave for a rock. Examine the pouch twice. Leave the harpy for the pterodactyl. After using the eagle, examine the skeleton and open the box. Cut the cactus to help calm your thirst. Point the mirror at the basilisk, then dig for a bell. Throw the rock at sandworm.

ULYSSES AND THE GOLDEN FLEECE

Don't buy a lantern!! Say "Yes" to see king. Bribe a docks guard if he suggests so! The route through the forest (from start location) is E, S, S, E, E, N (to chest), W, S, W, N, N, W (to return). Read the map to find your ocean route. Read the note in the bottle for a 'Skeletal' password!! The condor is needed for an 'Icarus Job' later! Tie leather to leather for a canyon crossing. Jewels are a dragon's best friend. Wine is a coolant when it comes to walking through fire.

MORON

Drop cool meat for the wolves. Type 'SHOUT' to allow silent room to hear following a command. Insert sandwich in mousehole for a key. 'SQUIRT OXYGEN' at Moron - but only if your supply is adequate!! 'OPEN DOOR' in Officer's toilet. 'ATTACH HANDLE' to the door in the visitor's reception centre. 'INSERT FUEL CELL' into the Droid. The exit at the hole is 'OBSCURE'. Read the library book for an important clue. You cannot "HEAR" the intruder alarm when in outer space!

STRANGE ODYSSEY

Shoot boulder with phaser set on destroy. Use goggles and press yellow button on box to see painting. Wear the belt and twist the buckle. Shoot the hound with 'stunning' phaser! Drop hound when lost in snowstorm. To reset machine - pull rod and touch plastic. The rod, when broken, serves as a fuel source. Use the twisted metal to locate the engine room. Push red to open door. The blast off button is "one way" to the final locations!!

WIZ-BIZ

Drink lager and call the name. You won't get anywhere while you're laid down! Insert token in the Gargoyle. Examine well for a companion. The long rod seems a bit "fishy". You need to vault that garden wall. You'll reel in a sock at a damp location. Dogs don't like smelly socks! You have to call Violet twice. The object she desires is in the wardrobe.

TASS TIMES IN TONE-TOWN

The guitar picks are currency. The jar for the devil is in the trench. Buy 'plenty sparkle' at Chaz's place. The Editor's christian name is NUYU - After your new image!! Buy a blobo at the petshop to help you find a card. Only enter the well bottom when Ennio does not smell snarlmeat. Hit Gramp's handcuffs with something off the daglets. Throw a mushroom at the eye over the gate. "SIC ENNIO" when you want him to finally tackle Snarl. You need to open the jar for a stunning effect!

NECRIS DOME - Jackie Holt

- | | |
|-------------------------------|--|
| To find the Multi Functi | - Kill Rob. (Engineering). Search Junk. |
| To pass the Thermal Barrier | - you need the ice. |
| To kill Mandroid in Rec. 3 | - Push caskets then search him. |
| To kill Mandroid in Rec. 10 | - Hit pipe with axe then search him. |
| To kill Mandroid in Rec. 11 | - Put him in the waste disposal, then search him. |
| To de-activate pads in Rec. 9 | - Use Multi Functi then press all buttons. |
| To kill Mandroid in Afribas 7 | - Fill the helm with acid, throw acid then search him. |
| To kill Arch Mandroid | - Shoot pipe then search him. |
| To blow up the Battle Droid | - You need a magnet made from the power cell, coil of wire and metal bar, then search him. |

Getting You Started

GOBLIN TOWERS

N, GET NEWSPAPER, READ NEWSPAPER, DROP NEWSPAPER, GET LUNCH, GET SWORD, GET LAMP, S, NE, S, SE, W, D, EXAMINE GRATING, OPEN GRATING (This grating is an exit only, and must be unlocked and opened from the other side!), U, E, N, E, NE, S, LIGHT LAMP, LOOK, E, E, E, GET WAND (Your first treasure!), E, S, E, E, E, SE, U, GIVE LUNCH TO GIANT, GET ROPE, W, SW, S, E, TIE ROPE TO HOOK (Don't go down yet, as it is one way!), W, N, W, W, GET NECKLACE (second treasure), E, N, NW, N, W, W, W, W, N, DOUSE LAMP, SW, W, W, N, W, SW, N, DROP WAND, DROP NECKLACE, S, NE, E, E, S, E, NE, S, LIGHT LAMP, E, S, KILL GOBLIN WITH SWORD, KILL GOBLIN WITH SWORD, KILL GOBLIN WITH SWORD, S, U, U, E, N, EXAMINE WALLS, S, W, D, N, OPEN SESAME, GET SAPPHIRE (third treasure).....

SHADOWS OF MORDOR

FRODO AND SAM - SAM - S - E - E - N - ROLL ROCK EAST - WAIT - (several times until Smeagol enters) - HIT SMEAGOL - (Sam must do this as Frodo's sword will kill Smeagol) - TIE ROPE TO SMEAGOL - FRODO - SAY TO SMEAGOL "NO" - SAY "PROMISE" - UNTIE ROPE (Smeagol is now with you) - CUT TREE WITH SWORD - GET BRANCH - LEVER STUMP OVER CLIFF - (hole revealed) - (Ensure you get rope) - SAY TO SMEAGOL "DOWN" - SAM - DROP MATCHBOX - FRODO - GET MATCHBOX - OPEN MATCHBOX - DOWN - LIGHT MATCH - LOOK - LIGHT MATCH - SAY TO SMEAGOL "E", E - LIGHT MATCH - SAY TO SMEAGOL "S", S - LIGHT MATCH - SAY TO SMEAGOL "SW", SW - LIGHT MATCH - SAY TO SMEAGOL "S", S - TIE ROPE TO STUMP - SAY TO SMEAGOL "CLIMB DOWN ROPE" - (wait until he does) - CLIMB DOWN ROPE - PULL ROPE - GET ROPE - SAY TO SMEAGOL "E" - E - (Smeagol advises you to go Southwest) - SAY TO SMEAGOL "SW" - SW - SAM - DROP ALL - FRODO - NE, S, SE - SAM - DRAG LOG, S, NW, SW - DROP LOG - NE, S, SE - DRAG LOG, S, NW, SW - DROP LOG - EAT BREAD - FRODO - EAT BREAD - SAM - NE, S, SE - DRAG LOG, S, NW, SW - DROP LOG - FRODO.... (now all your logs are in the correct location for making a raft - 'TIE LOGS')

NOTE: Hyphens used between commands as commas are used in the inputs.

MOUNTAINS OF KET - The Helper

1. You commence on a road with fields on both sides carrying some coins and a sword. GO NORTH to a harvested field and GET long CHAIN.
2. GO SOUTH, EAST to the crossroads in the village centre, NORTH to the hardware shop where there is a sharp axe, a phial of potion, a lamp and a shopkeeper. The first snag is that whilst all the items are necessary to complete your quest you have not got sufficient money to purchase them all.
3. BUY AXE, which costs 2 coins, GO SOUTH to the cross roads, SOUTH to the south end of the lane, SOUTH to the trees where there is a large log. CHOP LOG, GET LOGS, NORTH, NORTH to the crossroads, EAST, to the east/west lane, NORTH to the posh house where there is a cartographer with a map.
4. GIVE LOGS and he gives you a map and seven coins. GO SOUTH, WEST, NORTH back to the shop. SELL AXE and the shopkeeper gives you a coin. You can now BUY POTION (2 coins), BUY LAMP (2 coins) which still leaves you with 4 coins left.
5. GO SOUTH, SOUTH to the south end of the lane, WEST to the stables where there is a horse and stableman. BUY HORSE for 4 coins.....

DUNGEONS, AMETHYSTS, ALCHEMISTS 'n' everythin' - Geoff Taylor

You start in a cell: E, E, GET SWORD, W, S, W, W, GET KEY, EXAMINE POSTCARD, E, E, S, SWIM TO ISLAND, GET GOLD RING, EXAMINE RING, SWIM, N, E, N, N, E, USE KEY TO UNLOCK CASE, GET VASE, EXAMINE VASE, W, S, E, DROP VASE, EXAMINE FLOOR, GET BIG KEY, UNLOCK DOOR WITH BIG KEY (Ha, freedom!), E, E, USE SWORD TO KILL DRAGON, GET POTION, E.....

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Precision Corner

FRANKENSTEIN - Part one.

"LOOK AROUND" at the start. "WAIT" after you "SIT". At chest: "UNSCREW HINGES WITH KNIFE". "JUMP ONTO FLOOR" after climbing to avoid bear. "REMOVE HEMP FROM TIN" and replace it with matches. "PLUG LEAK WITH HEMP" then repeatedly "BALE BOAT". "TIE ROPE TO STUMP" at edge of volcanic rift. After killing wolf with stone, return and "CUT DEAD WOLF". When "He" appears - "GIVE PICTURE TO HIM".

THE BIG SLEAZE - Part one.

"EXAMINE CAR" before entering it (booby trapped!!) then "TOUCH WIRES" to start it.

LEATHER GODDESSES OF PHOBOS - Linda Friend

1. The stool from the bathroom - DROP STOOL, STAND ON STOOL to get the wicker basket from the closet in the Observation Room, then take it with you. When you arrive in the Jungle, go east, to escape from the Venus Fly Trap ENTER HOLE, then use the stool to get out of the hole.

2. The wicker basket - use it to carry things in.

3. The Plasticold House. (NW or SW of the Jungle Clearing). to enter KNOCK ON DOOR. Go downstairs, then PUT CHOCOLATE IN CAGE. When the mad scientist has changed you into a gorilla, TAKE HOSE, TAKE CHOCOLATE, KISS GORILLA, the scientist then leaves the room. After he has left, EAT CHOCOLATE, OPEN CAGE, LEAVE CAGE, DROP HOSE, OPEN STRAPS, TURN OFF POWER, STAND UP, you are now back to normal, and help Tiffany to get up. Now TAKE HOSE, STAND ON CIRCLE and you arrive in the Vizicomm Booth.

4. In the Vizicomm Booth, TURN KNOB, OPEN BOX, TAKE COIN, finds you in possession of a ten Marsmid piece. Give it to the penguins at the South Pole. They give you one Marsmid change, which you need for the Exit Shop in Canal View Mall.

5. When you give your flashlight to the salesman outside the back door of the plasticold house he will give you an odd machine. It is a 'T Remover' and if you OPEN MACHINE, PUT RABBIT IN MACHINE, CLOSE MACHINE, TURN ON MACHINE, OPEN MACHINE, a Rabbi leaps out, recites a blessing, and goes off in search of a Minyan.

HOLLYWOOD HI-JINX

At the bomb shelter: "PULL CHAIN", "LOWER RIGHT END OF PLANK", "PUT STATUE UNDER ROPE" (when lit !), "STAND ON RIGHT END OF PLANK", then wait for a flight!! To waterproof your matches: "COVER (colour) MATCH WITH WAX" (from burning statue).

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Serialized Solutions

SECRET OF ST. BRIDES by Alf Baldwin

(Part four - After getting catmint and knocking on the door.)

Go north and you find yourself in an alchemist's workshop, where you are welcomed by a lady in white robes. She says that she has something you will need, but you must find her cat before she will give it to you. Return to the top of the well and go east to the rickety bridge. When you attempt to continue east, a Fir Bolg blocks your way and demands that you show him some magic. Write on the paper, then rub out the writing. He roars with delight and allows you to pass. Drop the pencil, paper, rubber and go east to the foothills of the mountains. Examine the rock and the crack and you see a gold coin. Use the cane to hook the coin, get the coin and drop the cane. Now go west until you come to a road by a lake. Here you see a dwarf with a boat. He says the fare is any gold coin, so pay the fare and he takes you across to an island. You see a cat up a tree, but it is too high for you to reach. Eat the mushroom to grow tall, use the catmint to get the cat to come to you, then put the cat in the basket. Eat the other side of the mushroom, then board the boat to return. Go back to the cottage garden, knock on the door and go in. The lady thanks you for returning her cat, and you see a bottle of metal dissolver. Get the metal dissolver and drop the basket and the catmint. Now go south until you come to the hillside, then north to the blasted oak. Turn the gown and you find yourself in a disused quarry. Look under the rock and get the bag of explosive powder, then north and east to the ruined tower. Go tower and go glass returns you to the top of the well. Return to the long dark tunnel and go north to the iron grating. Use the metal dissolver to dissolve the grating and go north to the grassy hillside. Your mushroom is crushed but it has served its purpose. Climb the fence and go to the river bank. Best drop the bag in case the powder gets wet, then use the plank to cross the river. Climb up the tree, examine the magpie's nest, and get the spectacles. Then down and back across the river. Drop the plank and get the bag, then return to the hillside. Go southeast and up to the small bedroom. Open the wardrobe and get the dress. When you go down from the bedroom, you are spotted by a mistress, who locks you in a Victorian parlour. Examine the bookcase, get the book and read it. It is Maria Merlin's diary and it gives her address in Dublin. Drop the book and examine the hearth and the mantelshelf. Ignore the cigar, it is an exploding one. Climb the chimney to escape to the school roof, then down the fire escape back to the grassy hillside. Remove and drop the gown and your gymslip, and wear the dress. Go to the little cove, examine the pool and get the shellfish. Now go south until you are outside the police station. Open the door and you are inside. Open the desk drawer and get the police whistle. Now go to the railway station and east to the ticket office. Buy a ticket to Dublin, then go south to the platform. There is a peeler here, who sees that you are a stranger and asks your name. Say Constance May Hampshire and show the library ticket when he asks for proof. Board the train and, before long, the mud starts oozing out of your satchel and on to the seat.

(to be continued)

DEADLINE by The Kraken
(Third and final part)

When Mrs. Robner enters, ask her about Steven and Focus. Then show her the letter. Wait until George arrives and ask him about the New Will. Then, when Coates arrives, wait for his report.

Show the calendar to George, and when he leaves follow him. Carry on into the Library Balcony and wait. Continue waiting until George closes the Secret door, then go into the Library and examine the Bookshelf. Wait twice, giving George time to open the safe, then Push the button. Timing is critical here, you must Push the button catching George with the safe open. When George collapses sobbing, get the new will and examine it. Then examine the safe, get the papers, and read them. The buttons just open and close secret doors to the Library and Master Bedroom.

Go back to the Living room and ask Dunbar about the concert. Show the report on Loblo to Dunbar and Baxter, then accuse Dunbar of murder. Go out of the room and then straight back in again.

Wait until Dunbar leaves the room and follow her outside. When the ticket stub falls to the ground, get and examine it. Show the stub to Dunbar, then go back into the Foyer and arrest Baxter and Dunbar.

Adventure completed

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THE BOGGIT by John Barnsley
(Part 3 - From the Dark Woods on the Eastern edge of Birkwood)

E, CLIMB INTO BOAT (you meet a minion flogging "duty free"), GIVE CREDIT CARD, LOOK, TAKE DUTY FREE, EXAMINE BOAT, EXAMINE THINGUMMY, TIE ROPE TO THINGUMMY (the boat is now started and you chug across the river), WAIT (until the boat reaches the far side of the river), CLIMB OUT OF BOAT, E, NE, PULL WEB, NE, TALK TO SPIDER, PULL WEB, N (you now see a magic door to the northeast, but it's locked so forget it - this isn't the Hobbit!!), W, S, E, (you now meet the Beholder), KILL BEHOLDER (you need the cigarette for this one!), S, S, S, S, (you will meet the Necromancer around here - ignore him), INSERT CARD (the security card causes the wall to swing around dropping you in Drain's padded cell), TALK TO DRAIN, UNTIE DRAIN (he drops something), LOOK, TAKE SMALL CURIOUS KEY, EXAMINE SMALL CURIOUS KEY, EXAMINE STRAIGHT JACKET, INSERT CARD (you swing back into the room in the Asylum), N, N, N, N, (the wooden elf is here), WAIT (you now end up in the Elvenking's Dungeon), W, (keep typing "W" until 'some stupid Turk' unlocks and opens the pink door for you), N, TAKE PINK KEY, EXAMINE TILE, EXAMINE PINK KEY, S, WEAR RING, S, (you are now in the wine cellar), WAIT (until the butler opens the barrel), CLIMB INTO BARREL, DRINK WINE (!), WAIT (you feel the barrel falling), WAIT (you hear a splash), WAIT (the barrel is bobbing around), WAIT (the barrel runs aground and falls open), CLIMB OUT OF BARREL (you are now on the shore of the Exaggerated Lake), E, E (you now meet Lard and if you wait he will demand two items from you in exchange for a bow and arrow).....

(to be continued)

Solution Of The Month

SAVAGE ISLAND PART 1 - The Helper

There are so many random factors in this adventure and sudden illogical deaths that it becomes more a test of patience than adventuring. Consequently you must save the game regularly.

You commence on a beach by the ocean where there is sand and a large stone head (which you can climb, but this achieves nothing). DIG, USE HANDS, EXAMINE SAND to see a hole, EXAMINE HOLE to see a bottle of rum, GET BOTTLE, SOUTH to the plain where you can see a volcano, GO VOLCANO to the rim of an extinct volcano, GO VOLCANO to inside a volcano where there is a cave, lake and bear. The bear is likely to kill you at random. If it does you either have to start again or re-load your saved position.

DROP BOTTLE, GO LAKE where you drop the watch you started with. It is of no importance and entering the lake washes the salt off which attracts the bear, but, nevertheless it does not guarantee protection against the bear! SWIM EAST to inside the volcano and GET BOTTLE. You cannot carry objects across the lake unless you have a log and as you will discover you have to find a way of getting the log out of the crater! GO CAVE where you see fish bones, a natural stone basin and a crevice, EMPTY rum from BOTTLE into the basin, EAST to the volcano, DROP BOTTLE. GO LAKE, SWIM WEST to west of the lake to a secluded ledge on the volcano wall where there is another crevice.

GO CREVICE to the edge of a cliff outside the volcano. JUMP to the beach by the ocean, EAST to by the ocean to where you started by the stone head, EAST to the beach by the palm trees, GO PALM to the top of the tree where there is a coconut, GET COCONUT, DOWN to the beach by the ocean, WEST to the stone head, DROP COCONUT, save position.

WAIT and Hurricane Alexis will strike. You cannot save the game during the hurricane and you are quite likely to be killed at random. When you hear a crash (usually after one or two moves) go to the coconut palms and you will see a palm log, GET LOG. GO WEST to the beach by the stone head, SOUTH to the plain, GO VOLCANO and this time you slip directly down to the inside of the volcano which is, in fact, a clue, GET BOTTLE.

GO LAKE, DROP BOTTLE, DROP LOG, HOLD BREATH, SWIM DOWN to above the lake bottom, SWIM NORTH to above the lake bottom where there is a knife, GET KNIFE, SWIM EAST to above the lake bottom where there is a small plastic block, GET BLOCK, SWIM UP to the surface of the lake and you breathe again, GET BOTTLE, GET LOG. SWIM WEST to the secluded ledge west of the lake.

You now have to wait for a second crash (it may already have happened but it can take quite some time). Keep moving but you will discover you cannot take the log through the crevice and you will also have realised that you cannot climb out of the volcano. Therefore, DROP LOG, GO CREVICE to the edge of the cliff by the volcano, JUMP to the beach by the ocean, EAST to the beach by the stone head, EAST to the coconut palms, GET LOG, WEST to the beach by the stone head, DOWN to the tidepool, GET sea WATER.

GO SOUTH to the beach by the stone head, SOUTH to the plain, GO VOLCANO to the inside of the volcano, GO LAKE, SWIM EAST to the inside of the volcano, GO CAVE to the stone basin now filled with rum, GO CREVICE to the edge of a hot rocky cliff outside the volcano, EMPTY BOTTLE to create a puddle. You now have to wait for the puddle to dry and make a pile of salt. However, if you wait you increase your chances of being killed in the hurricane. You must also keep away from the bear.

GO CREVICE to the cave, GET RUM and GO EAST to the lake, GO LAKE, SWIM WEST to the secluded ledge west of the lake. DROP BOTTLE, DROP KNIFE, DROF BLOCK, EAST to the lake, SWIM EAST to the inside of the volcano by the lake. GO UP and you will fall back into the volcano but you drop the log which falls down the other side of the volcano. GO LAKE, SWIM WEST and GET the second log, EAST, SWIM EAST, GO UP and you drop the second log outside the volcano.

GO CAVE, GO CREVICE and hopefully by this time the puddle will have dried into a pile of salt. GET SALT, GO CREVICE, GIVE SALT to the bear, he should be no more trouble, GET RUM. The hurricane should have stopped by now so save the game. In fact, save game as soon as the hurricane stops.

GO EAST to the lakeside, GO LAKE, SWIM WEST to the secluded ledge, GET BOTTLE, GET BLOCK, GET KNIFE, GO CREVICE to the cliff edge, JUMP to the beach, EAST to the beach by the stone head, EXAMINE JUNGLE to see the trees, wild animals and the vines. You cannot go to the jungle.

CUT VINES to make piece of pliable vine, GET VINES. GO SOUTH to plain where the two palm logs fell when you tried to climb out of the volcano, GET LOG, NORTH by the stone head, DOWN to the tidepool, DROP LOG, SOUTH to by the stone head, SOUTH to the plain, GET second LOG, NORTH to the stone head, DOWN to the tidepool, DROP LOG, MAKE RAFT, SOUTH to the stone head, CUT VINES, GET VINES, GET COCONUT, DOWN to the tidepool save position.

DROP COCONUT, DROP VINES, DROP KNIFE, DROP BLOCK go to the crevice west of the lake and WAIT until it is light and until the cannon has fired offshore. It can take an interminable time to get the light again! Do not sleep or you will be killed. Go to tidepool, GET KNIFE, GET COCONUTS, GET VINES, GET BLOCK and save game yet again, GO RAFT, PADDLE to the ocean.

You now have to reach the Atoll. Just keep on paddling. Reaching the Atoll is a random factor and can take many, many attempts. If your raft disintegrates you must try and reach the beach and cut some more vines. This is a really tedious pointless part of the game. When you eventually reach the Atoll GIVE BOTTLE of rum to pirate, GET NOTE, READ NOTE which says "What was must be, so send this note we tell you a word's free!" This may not make sense but it contains a vital clue to finish the game, GET BANDANA, save game.

GO RAFT, PADDLE to the ocean and begin another interminable voyage to a beach with a cave in the cliff. GO BEACH, GO CAVE, EXAMINE DRAWINGS to see a UFO landing among the dinosaurs and a picture of me.

MOVE STALACTITE and when asked how, USE COCONUT and stalactite moves. You may need to repeat this until you see an opening. GO CREVICE to a metal lined tunnel, NORTH to a metal lined tunnel, WEST to a metal room where there is a force field and a control console. EXAMINE CONSOLE to see buttons, dials and a lever, GO FORCEFIELD to a small metal room and the block glows, GO FORCE, EAST to a metal lined tunnel, EAST to a dimly lit rock room, SOUTH to a rock room containing alien machinery. EXAMINE MACHINERY to discover a piece of wire is missing from it, NORTH to the dimly lit rock room, WEST to a metal lined tunnel, SOUTH to the cave, SOUTH to the beach by the ocean by a cave in the cliff, GO RAFT and save the game again.

Now paddle interminably back to the tidepool. GO TIDEPOOL, CUT VINES, DROP NOTE, DROP BANDANA, DROP KNIFE, drop everything else except the block, GET LOG, SOUTH to the stone head, SOUTH to the plain, GO VOLCANO to the inside of the volcano, GO CAVE by the basin. GO OPENING to a maze of caves, SOUTH to a maze of caves, NORTH to a maze of caves where there is a pile of bat guano. DIG, WITH HANDS to discover a two inch piece of wire, TAKE WIRE, GO OPENING back to the cave. GO EAST to the lake, GO LAKE, SWIM WEST to the secluded ledge, DROP BLOCK, DROP WIRE, EAST to the ledge by the lake, SWIM EAST to the cave, UP and you drop the log at the other side of the volcano.

GO LAKE, SWIM WEST to the ledge, GET WIRE, GET BLOCK, GO CREVICE, JUMP to the beach, EAST to the stone head, SOUTH to the plain, GET LOG, NORTH to the stone head, DOWN to the tidepool, DROP LOG, GET KNIFE, GET BANDANA, SOUTH to the stone head, CUT VINES, GET VINES, DOWN to the tidepool. MAKE RAFT, SOUTH to the stone head, CUT VINES, GET VINES, DOWN to the tidepool, GO RAFT, save game and begin another lengthy paddling session.

GO BEACH to a beach by an ocean by a cave, GO CAVE to a cave with drawings, a stalactite in the roof and a crevice in the rock, GO CREVICE to a metal lined tunnel, GO NORTH to a metal lined tunnel, GO WEST to a metal room where there is a console and a force field, GO FORCE to a small metal room, GO FORCE, to a small metal room by a control console. EAST to a metal lined tunnel, EAST to a dimly lit rock room, SOUTH to a rock room containing alien machinery, REPAIR MACHINERY and when asked how, USE WIRE.

GO NORTH to the dimly lit rock room, WEST to a metal lined tunnel, SOUTH to a metal lined tunnel, EAST to a metal room by a sealed display case. EXAMINE DISPLAY to see a full sized replica of a caveman and a button at the bottom. PUSH BUTTON and the case opens and the Neanderthal Man comes alive.

GO WEST to a metal lined tunnel, NORTH to a metal lined tunnel, WEST to a metal room with a force field and a console. Remember what the note said - SAY FREE and a metallic voice whispers in your mind: READY. GO FORCE and the caveman pushes the button. There is a flash from the Force Field and a sign appears 'SAVE THIS PASSWORD FOR ADVENTURE II:.....

Congrats! The Adventure is over. Want to try this adventure again?

***** The adventure is 100% completed *****

KINGS/QUEENS UPDATES

DOREEN BARDON, Lendal Cottage, High Street, Slingsby, York. YO6 7AE
1942 Mission, Africa Gardens, Aftershock, Barsak the Dwarf, Brian the Bold, Buckaroo Banzai, Bugsy, Colditz, The Curse, Custerd's Quest, Deeds of Glengarry Hall (Merlock the Mede), Demon from the Darkside, Denis through the Drinking Glass, Dracula, Funhouse (Pacific Software), Golden Mask (Demon 2), H.R.H., Hunchback the Adventure, Imagination, The Inferno, Journey to the Centre of Eddie Smith's Head, Kayleth, Mafia Contract I & II, Matt Lucas, Motor Cycle Crazy, Necris Dome, Pirate Adventure, Realm of Darkness, Rebel Planet, Robin of Sherlock, Staff of Zaronal, Strange Odyssey, The Very Big Cave Adventure, Voodoo Castle.

JOHN BARNESLEY, 32 Merrivale Road, Rising Brook, Stafford. ST17 9EB
Borrowed Time, Computer Adventure, Cutthroats, Dallas Quest, Enchanter, Everyday Tale of a Seeker of Gold, Frankenstein Pts. 1 & 2, Goblin Towers, Kobyashi Naru, Life Term, Marie Celeste, Mission One: Project Volcano, Necris Dome, Odyssey of Hope, The Pawn, Robin of Sherlock, Sorcerer, The Swamp, Tass Times in Tone Town, Thompson Twins, Time Traveller, Tower of Despair, Tracer Sanction, Ulysses and the Golden Fleece, Wiz-Biz, Zork II, Zork III.

(John also has lots of beautifully drawn maps and solutions of games he's completed that he sells to 'stuck' adventurers. Send SAE for full list and mention ADVENTURE PROBE for a 10% discount.)

ALVAR SVERRISSON and ULFAR ERLINGSSON, Hverfisgotu 53, 220 Hafnarfjordi, Iceland.

Ballyhoo, Enchanter, Hitchhiker's Guide to the Galaxy, Infidel, Leather Goddesses of Phobos, Mindshadow, Moonmist, The Pawn, Planetfall, Seastalker, Sorcerer, Starcross, Suspended, Trinity, Wishbringer, Witness, Zork I, Zork II.

MARGO PORTEOUS, 1 Marina Drive, Spalding, Lincolnshire. PE12 7AF
Adventureland, Aztec - Hunt for the Sun, The Black Crystal, Espionage Island, Eye of Bain, The Final Mission, Golden Apple, The Golden Chalice (from ZX Computing), Heroes of Karn, Inca Curse, Incredible Hulk, King Arthur's Quest, Knights Quest, Magic Mountain, Message from Andromeda, Mountains of Ket, Pharaoh's Tomb, Planet of Death, Quann Tulla, Ship of Doom, Sorceror of Claymorgue Castle, Spiderman, Temple of Vran, Valkyrie 17, Velnor's Lair.

730 SGT. JOHN MOORE, Sergeants Mess, RAF Wildenrath, BFPO 42.
Aftershock, Castle Eerie, Golden Baton, Green Door, Masters of the Universe, Mindshadow, Prince of Tyndal.

JACKIE HOLT, 36 Eland Street, New Basford, Nottingham. NG7 7DT
Adventureland, Aftershock, Buckaroo Banzai, Castle Adventure, Claws of Despair, The Cup, Custerd's Quest, Desert Island, Dragon of Notacare, Feasibility Experiment, Golden Baton, Gremlins, Hammer of Grimmel, Imagination, Jewels of Babylon, Knights Quest, Kobyashi Naru, Lifeboat, Mafia Contract I and II, Magic Mountain, Mansion Quest, Marie Celeste, Matt Lucas, Mutant, Necris Dome, Pirates Gold, Perseus and Andromeda, Rescue from Doom, Robin of Sherwood, Salvage, Secret Mission, Shrewsbury Key, Snowqueen, Theatre of Death, Time Machine, Time Quest, Valkyrie 17, Wizard of Akyrz. Wizards Orb.

TELEPHONE HELPLINE

The following readers have volunteered to offer help over the telephone. Please make sure you only ring at the times shown.

JACK HIGHAM Tel: 0925 819631 Friday, Saturday, Sunday and Monday from 7pm to 10pm.

BARBARA BASSINGTHWAIGHTE Tel: Yeovil 26174 Monday to Friday from 10 a.m. to 10 p.m.

WALTER POOLEY Tel: 051 933 1342 will take calls at any reasonable time.

JOAN PANCOTT Tel: 0305 784155 will take calls at any reasonable time.

GRAHAM WHEELER Tel: Bath 0225 26919 10 a.m. - 12 p.m. any day.

SUE BURKE Tel: 061 653 0005 - Monday to Sunday - 10 a.m. to 10 p.m.

ALF BALDWIN Tel: 0452 500512 - Monday to Saturday - 10 a.m. to 5 p.m.

MIKE WADE Tel: 0642 763793 - Monday to Friday - 6 p.m. to 7 p.m.

LINDA FRIEND Tel: 0278 428641 Monday to Friday - 10 a.m. to 5 p.m.

ALEX AIRD Tel: 021 327 5046 - Monday to Friday - 10 a.m. to 10 p.m.

DOREEN BARDON Tel: 065 382 509 will take calls at any reasonable time.

If you would like to volunteer for the telephone helpline then send in your name and telephone number and state the days and times when you would be available.

MORON COMPETITION WINNER

The winner of a copy of MORON is Neil Talbot. Well done Neil, and thank you for being the only entrant! Neil's winning entry follows.

I eyed the creature with distaste as it thrust a leaflet for the Suppository Party into my hand, a distaste mainly occasioned by the creature's trumpet-shaped snout dripping a syrupy fluid on the floor.

"I'm sorry. I 'ave a cold," zed (er, said) the Moron miserably. Two liquid purple eyes appealed to me, while the third eye cornered the market in a frenzied blinking. Feeling sorry for the wretched creature, I held out a cough sweet but shuddered at the touch of its slimy candy pink fingers.

The Moron tugged at my sleeve as I turned to go. "I can do you a special deal on the Three Pillars of Thyme", it said, opening its greasy carapace. "Meet Parsley, Sage and Rosemary".

Surveying its pathetic wares, I replied "No rom, no deal. What you need is the Seven Pillars of Wisdom."

"Aah, I know Norman..." the Moron cried happily as I fled down the corridor.

PAYMENTS

I've received several empty envelopes over the last couple of months that originally held pound coins. Payments can be made using stamps of any value as I can always find a use for them. Please don't send cash if you can help it, it doesn't always get here. Payments by cheque or postal order should be crossed and made payable to Adventure Probe, and sent to the address on the front cover.

Maps and solutions - List 2

Our files of maps and solutions are swelling so fast that it is no longer feasible to print a full list in the magazine. So I've decided to split them. I'm going to start a new list, incorporating some of the most requested ones from the first list. If anyone wants a copy of List 1 just send a SAE and I'll forward one.

New additions are in CAPITALS.
(M) denotes map also available.

Aftershock (M), AMAZON, Apache Gold (M), ARNOLD GOES SOMEWHERE ELSE, Arrow of Death Pt. 1 (M), ARROW OF DEATH PT. 2 (M), BALLYHOO, BEERHUNTER (M), BLACK FOUNTAIN PTS. 1 & 2, CASE OF THE MANDARIN MURDER - PERRY MASON, CASTLE OF MYDOR, THE CHALLENGE, COLDITZ, Colossal Adventure (M), CRYSTAL QUEST, THE CUP (M), DAVY JONES LOCKER, DRAGON SLAYER, Dungeon Adventure (M), EGYPTIAN ADVENTURE (M), Emerald Isle (M), Erik the Viking (M), EYE OF BAIN (M), FOREST AT WORLDS END (M), GATEWAY TO KAROS, THE GOLDEN MASK (M), Ground Zero (M), GRUDE IN SPACE, THE HAMMER OF GRIMMOLD (M), Hampstead (M), THE HERMITAGE (M), Hitchhikers Guide, HOLLYWOOD HI-JINX, THE HOUSE OF SEVEN GABLES,

Imagination (M), THE INFERNO, THE INSTITUTE, INVINCIBLE ISLAND (M), THE JADE NECKLACE, JASON AND THE GOLDEN FLEECE (M), JOURNEY TO THE CENTRE OF EDDIE SMITH'S HEAD (M), Kayleth (M), Kentilla (M), L'Affaire Vera Cruz, LIFEBOAT, LOCKS OF LUCK (M), Lords of Midnight, THE LOST CITY, LUCIFER'S REALM, MAFIA CONTRACT (M), MAGIC CASTLE, MANDARIN MURDER, Masters of the Universe (M), MIAMI MICE (M), Mindshadow (M), Mordon's Quest (M), MORON THE ADVENTURE, MUTANT (M), NECRIS DOME (M), NINE PRINCES IN AMBER, Neverending Story, NYTHYHEL PTS. 1 & 2 (M), NOAH (M), THE O ZONE, OASIS OF SHALIMAR, The Fawn (M), PIRATE GOLD (M), PLANET OF DEATH (M), PLANETFALL, PREHISTORIC ADVENTURE (M),

Quann Tulla, THE QUEST, QUEST OF MERRAVID (M), QUEST PROBE 3 (M), Rebel Planet (M), Red Moon (M), RESCUE FROM DOOM (M), Return to Eden (M), Robin of Sherlock (M), Robin of Sherwood (M), RUNES OF ZENDOS (ADVENTURE 10) (M), SALVAGE, SAVAGE ISLAND PT. 1, SAVAGE ISLAND PT. 2, SCROLL OF ABKAR KHAN, Sea of Ziron (M), Seabase Delta (M), SECRET OF BASTOW MANOR, Secret of St. Brides (M), SHARPE'S DEEDS, SHIP OF DOOM (M), Snowball, Sorcerer, SORCEROR OF CLAYMORGUE CASTLE (M), Souls of Darkon, SPECIAL OPERATIONS, Spytrek, Starcross, Subsunk (M), SUPERGRAN THE ADVENTURE (M), Suspended,

Ten Little Indians (M), THEATRE OF DEATH, THESEUS PTS. 1 & 2 (M), TIME MACHINE, TIME QUEST, Tower of Despair (M), TRIAL OF ARNOLD BLACKWOOD, UPPER GUMTREE, Valkyrie 17 (M), The Very Big Cave Adventure (M), Warlord (M), Waxworks (M), WHAT'S EYORE'S (M), Winter Wonderland (M), WISE AND FOOL OF ARNOLD BLACKWOOD, Wishbringer, WITCH HUNT, Wizard of Akyrz (M), WIZARDS SCROLLS, WIZARDS ORB (M), Worm in Paradise (M), Zork I (M), Zork II, Zork III, ZZZZ (M).

The prices are:
20p per solution and 30p per map to help cover costs of photocopying and return postage.

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